NES-DZ-USA

CAPCOM® USA

Darkwing Duck © Disney

Disney's DARKWING DUCK

INSTRUCTION MANUAL

Ⓣ

A special message from CAPCOM

Thank you for selecting **Darkwing Duck**, the latest addition to Capcom's library of Disney titles. Following such hits as **The Little Mermaid** and **DuckTales**, **Darkwing Duck** continues the tradition of action packed family oriented games for the Nintendo Entertainment System.

Darkwing Duck features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joseph Morici

Joe Morici
Senior Vice President
CAPCOM, U.S.A.

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Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your Darkwing Duck Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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GETTING STARTED

1. Insert your **Darkwing Duck** Game Pak into your Nintendo Entertainment System and turn it on.
2. Watch the introduction and then press **START** when the title screen appears.
3. When the next screen appears, J. Gander Hooter will give you a secret message from S.H.U.S.H.. Press the **A** button to read the message or press **START** to skip it.
4. After you receive your assignment from S.H.U.S.H., Launchpad will ask you which crime scene you wish to go to. Move the control pad left or right to highlight a **HELP** balloon and then press the **A** button. Launchpad will give you specific details of the crime and then ask you if you wish to tackle that mission. If you say **YES**, then Launchpad will speed you to the crime scene in the Thunderquack.
5. To end the game at any time, simply turn your Nintendo Entertainment System off and remove your Game Pak.

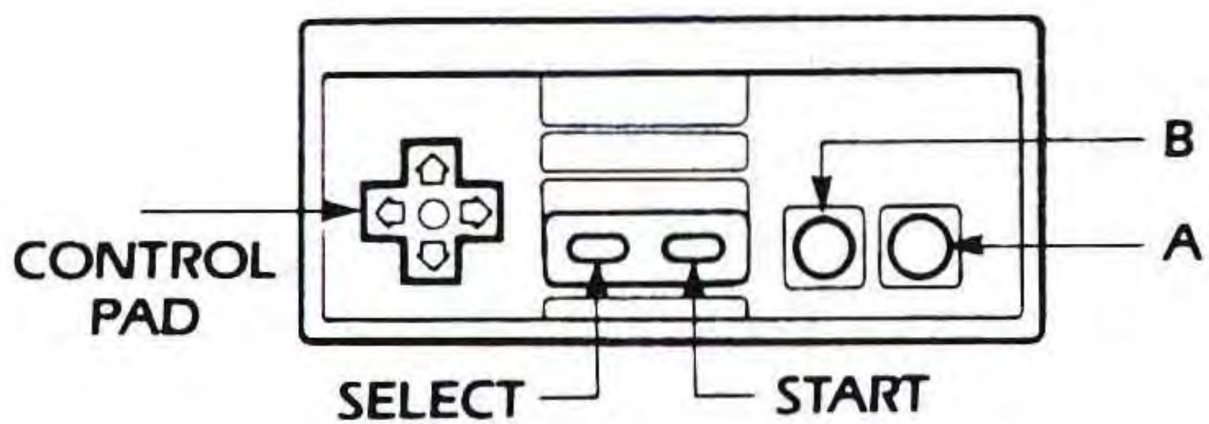
A MESSAGE FROM S.H.U.S.H.!

"Ah, good to see you again Darkwing. I'm afraid that S.H.U.S.H. is once again in need of your unique talents. A mysterious crime wave has swept across our fair city. We believe that these crimes are the work of that notorious criminal organization F.O.W.L.!"

"The Liquidator, Quackerjack, Wolfduck and other F.O.W.L. agents have been looting various parts of the city. These robberies may be part of a larger plan by F.O.W.L. to seize control of St. Canard. Do whatever you think is necessary to retrieve the loot and bring these fiends to justice. The fate of the city is in your hands. Good Luck, Darkwing."

CONTROLLING DARKWING DUCK

To move Darkwing right or left	Press the control pad **right** or **left**.
To use the cape shield	Press **up** on the control pad.
To jump	Press the **A** button.
To duck	Press **down** on the control pad
To fire Darkwing's gas gun	Press the **B** button.
To switch to special gas	Press the **SELECT** button.
To pause the game and see the Status Screen	Press the **START** button.

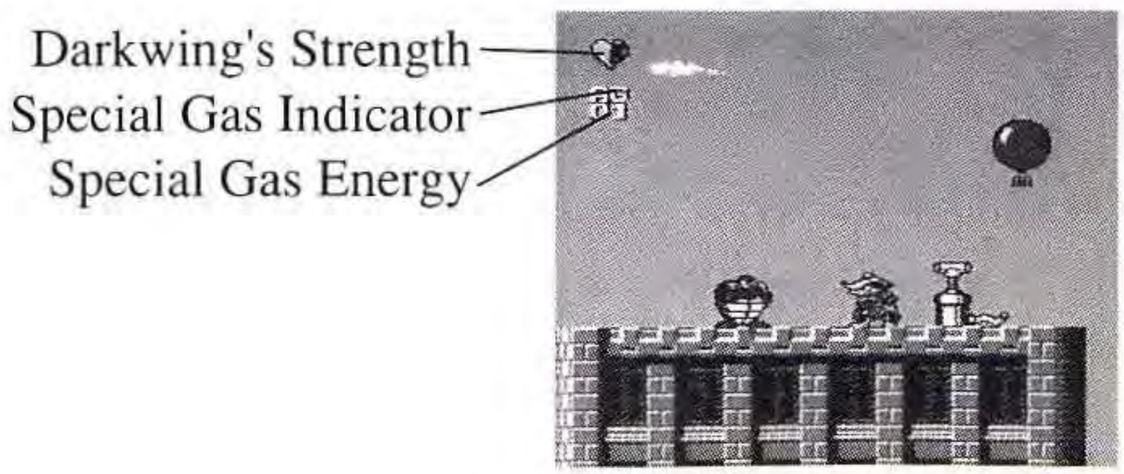


LET'S GET DANGEROUS!

It's crime time and Darkwing Duck is on the case. The webbed wonder must leap through the streets of St. Canard and blast the bad guys with noxious knockout gas. Help him track down the lair of F.O.W.L.'s fiendish agents and prepare for Darkwing's greatest challenge ever.

There is no stopping Darkwing once he is on the trail, but F.O.W.L. plans to try! The heart in the upper left corner of the screen is a health meter and it shows Darkwing Duck's strength. Each time Darkwing gets hit by one of F.O.W.L.'s agents, he will lose one quarter of the health meter. When all four quarters of the heart are gone, Darkwing will lose a chance and he will have to start his search again.

If Darkwing is lucky enough to track down the lair of an arch-villain, he must try to blast him with his gas gun. It will take many shots of gas before Darkwing can capture him. Once the agent has been captured, Darkwing can begin his search for the next vile villain.



HANG IN THERE, DARKWING.

Leaping from rooftops and hanging from ledges is all in a day's work for the daring Darkwing Duck. In order to outwit his enemies, Darkwing must often put himself in some pretty precarious positions.

To grab a ledge or a hook, press the **B** button to jump toward the hook or ledge and Darkwing will automatically grab hold of it.

When Darkwing is done hanging around, just press **down** on your control pad and he will let go.

To jump down from a rooftop or ledge, press **down** on your control pad and press the **B** button. Darkwing will jump down from the ledge.

SUCK GAS, EVILDOER!

In the never-ending battle against crime, it is always handy to have a trick or two up your sleeve. Now, thanks to those wondrous scientists at S.H.U.S.H., Darkwing's gas gun has been adapted to use three new types of gas.

HEAVY GAS

A blast of heavy gas will immediately fall to the ground and explode. The explosion will send a shock-wave across the floor in both directions. (Heavy Gas uses 2 units of gas energy.)

THUNDER GAS

When Thunder Gas is used, two bolts of lightning are launched from Darkwing's gas gun. Each bolt travels forward at a 45 degree angle. (Thunder Gas uses 2 units of gas energy.)

ARROW GAS

Arrow gas will cause a gaseous arrow to be shot out of Darkwing's gas gun. These arrows can be shot against walls to help Darkwing overcome obstacles. (Arrow Gas uses 3 units of gas energy.)

SUCK GAS, EVILDOER!

To use these special gas adaptors, Darkwing must first find them. Launchpad has used the Thunderquack to zoom ahead of Darkwing and place the adaptors at key locations within the city. It's up to Darkwing to locate the adaptors and add them to his arsenal.

NOTE: Darkwing can only carry one adaptor at a time.

Once Darkwing collects a special gas adaptor, you can activate it by pressing the **SELECT** button on your control pad. When you do, a number will appear below the special gas indicator in the upper left-hand corner of the television screen. This number shows how much gas energy Darkwing's gas gun has left. Press the **B** button on your control pad and Darkwing will now fire out the special gas.

To refill the gas energy of the gas gun, Darkwing must collect gas energy containers. These containers can be found by blasting enemy agents and picking up the containers as they drop them.

SPECIAL ITEMS

As Darkwing clobbers his way past F.O.W.L.'s heinous henchmen, they may drop a variety of items that will aid Darkwing in his journey. Just have Darkwing touch an item and he will add it to his collection.

Small First Aid Kit

This kit restores 1/4 of Darkwing's health.

Large First Aid Kit

This kit restores all of Darkwing's health.

Small Gas Energy Canister

This canister adds 1 unit of gas energy to Darkwing's gas gun.

SPECIAL ITEMS

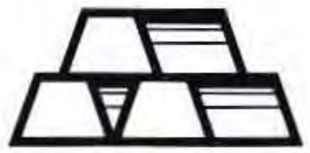
Large Gas Energy Canister

This canister adds 10 units of gas energy to Darkwing's gas gun.

Darkwing Doll

Pick up this item and Darkwing will earn another chance to complete the adventure.

Gold Bar



Adds 500 points to Darkwing's score.

Diamond

Adds 100 points to Darkwing's score.

TOP SECRET TIPS

1. Darkwing's cape shield can be used to block many of the items thrown at him. Be sure to use it.
2. If Darkwing fires his gas gun into the air, he may find the **GO** signal. If Darkwing touches the signal, he will be given a bonus mission to attempt.
3. Darkwing can fire his gas gun while crouching.
4. If you get hit by an enemy, you will be invincible for a moment. Use this time to get by any tough obstacles.
5. Pick up all the diamonds and gold bars you can. You will earn points at the end of each stage and if you score enough points you will earn an extra chance.

High-Flying Heroes Take To The Sky

Think action! Adventure! Exotic locales, fantastic airplanes, perilous stunts and mile-high exploits. Add a flight crew of colorful villains and heroes, and you've got Tale Spin-Disney's hit animated TV series. Air battles, races and crashes are all part of the no-holds barred fun as Baloo takes on Shere Khan, Don Karnage and their henchmen.

- As Baloo, you'll travel from perilous jungles to mysterious caves as you deliver your cargo.
- Glide, dive and loop through 8 action-packed levels.
- Advanced graphics and sound bring your favorite Tale Spin heroes to life.

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DARKWING DUCK NOTES

DARKWING DUCK NOTES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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